

ACTION CONTROLS

- X TARGET
- Y JUMP/SPLIT JUMP (DOUBLE TAP)
- A INTERACT
- B CROUCH



Tom Clancy's

SPLINTER CELL™

STEALTH ACTION REDEFINED



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Part Number: 510130-MNL2

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front or rear projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when playing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Connect to Xbox Live

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

Step 1: Connect

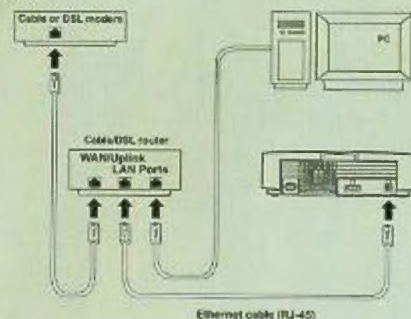
To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection



B. Shared Connection



Step 2: Go Live

Important! Xbox Live is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live.

At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

Step 3: Configure (if necessary)

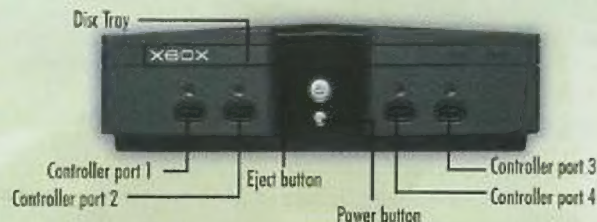
If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

Need more help?

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void our warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)
- TTY users (requires special equipment for hard of hearing):
United States and Canada: 1-866-740-9269 or 1-425-635-7102

Using the Xbox Video Game System from Microsoft



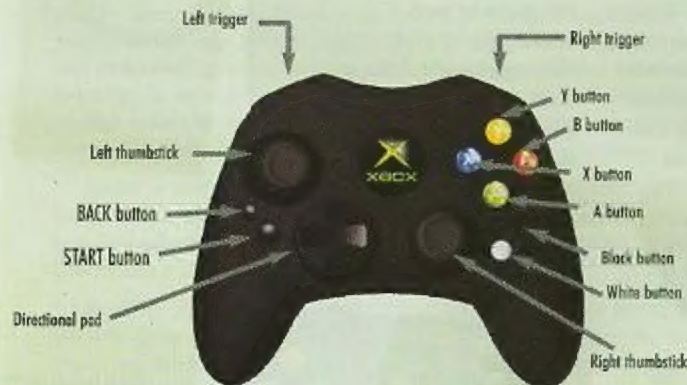
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Splinter Cell™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Splinter Cell.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Connect the Xbox Controller to any controller port on the front of the Xbox console.
2. Insert any peripheral (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Splinter Cell.

Using the Xbox Video Game System

Right Trigger	Primary Fire
Left Trigger	Secondary Fire/Holding breath in sniper mode
Right Thumbstick	Free camera control/Quick turn (press)
Left Thumbstick	Move/Rate of fire (press)
Black Button	Quick Inventory
White Button	Back to Wall/Reload in shooting mode
Back Button	Controls map
Start Button	OPSAT
D-pad	Night vision (left)/Thermal vision (right)



- X Target
- Y Jump/Split Jump (double tap)
- A Interact
- B Crouch

The Operation

It is the year 2003.

In response to the growing use of sophisticated digital encryption to conceal potential threats to the national security of the United States, the NSA (National Security Agency) has ushered forth a new dawn of intelligence-gathering techniques. This top-secret initiative, dubbed **Third Echelon**, marks a return to classical methods of espionage, enhanced with leading-edge surveillance and combat technology for the aggressive collection of stored data in hostile territories. When intelligence deemed critical to national security cannot be obtained by traditional means, **Third Echelon** is granted clearance to conduct physical operations.

Denied to exist by the U.S. government, **Third Echelon** deploys units known as Splinter Cells: elite intelligence-gathering forces consisting of a lone field operative supported by a remote team. Like a sliver of glass, a Splinter Cell is small, sharp, and nearly invisible.

March 10, 2004: The CIA contacted NSA officials regarding the loss of contact with Agent Alison Madison, a CIA operative monitoring widespread communication shortages plaguing the former Soviet Republic of Georgia. A second operative, Agent Blaustein, was inserted into the Georgian capital Tbilisi to locate Agent Madison, only to drop from contact seven days later. Fearing for the lives of American agents compromised at the hands of a suspected terrorist effort, **Third Echelon** has activated Splinter Cell operative Sam Fisher to locate the missing agents and evaluate the situation.

You are Sam Fisher. You must leave no trace on the physical or political map. Remember: Although killing may compromise secrecy, the choice between leaving a witness or a corpse is no choice at all. You do not exist. You are a Splinter Cell.

About Stealth Action

Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces. The visibility meter on Sam's OPSAT is an important indicator of stealth. If it is completely to the left, Sam is invisible to enemy surveillance. If it is completely to the right...Sam is in critical danger of being detected and/or intercepted. Remaining under the cover of shadows is an important stealth technique,

but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's invisibility.

A Splinter Cell operative must not only defy enemy eyes, but also enemy ears. Consider that while running and jumping are sometimes necessary movements, they also generate sound – a golden invitation for an enemy patrol to investigate your position. Moving slowly while crouched is much more likely to avoid enemy investigation.

Alarms

Note that if an enemy detects Sam, or even suspects the presence of an intruder, they have been specifically trained to alert nearby comrades or trigger an alarm, rather than engage Sam by themselves. Because of the extremely covert nature of Splinter Cell operations, indiscretion with alarms can lead to *Third Echelon* aborting a mission.

Sam Fisher Profile

Fisher has been on the front lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but also excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies.

Though fully aware and confident of his abilities, Fisher understands that his survival has often been a gift of chance. He knows he is human and fallible, and he does not want to die. He has a strange and slightly dark sense of humor.

He is quiet, instinctive, and observant: somebody who watches from the outside. Combat, espionage, and constant training have defined his adult life; his tactical experience has become part of his instinct. Now, even outside of work he is most comfortable on the fringes of society, keenly observant but still removed.

Fisher has acquired an admirable collection of scars and secured his place in Valhalla; he has little left to prove to the world. Now older and wiser, he has no interest in glory. If he fights, it is because he believes the cause is necessary and he is capable.



Third Echelon Team

Third Echelon's specialists have been recruited from every branch of intelligence and the armed forces, some even culled from civilian life. They are the elite of America's strategists, hackers, and operatives. Each field operative works with a remote support team of roughly a dozen members.

Sam Fisher's Support Team is Headed by Three Primary Members:

COLONEL IRVING LAMBERT

Born: 1961 in Batcave, NC

Height: 6' 2"

Weight: 270 lbs.

THIRD ECHELON Operations Coordinator

Lambert is the link between the field agent, (or agents) and Third Echelon's team of researchers, hackers, strategists, and commanders. While Fisher is in the field, he is in constant contact with Lambert via subdermal microchips and a cochlear implant.



VERNON WILKES, Jr.

Born: 1967 in Baltimore, MD

Height: 5' 10"

Weight: 145 lbs.

THIRD ECHELON Field Runner

Field Runners are mainly responsible for coordinating the transportation and equipment for field agents. Transportation is usually procured (stolen) from an area of operation and abandoned afterwards. Wilkes will debrief Fisher on any new equipment or weaponry as it becomes available.

ANNA GRÍMSDÓTTIR

Born: 1974 in Boston, MA

Height: 5' 8"

Weight: 128 lbs.

THIRD ECHELON Communications Lead

Grímsdóttir heads a small team of programmers responsible for providing technological, cryptographic, and data support for the Field Operative. Grímsdóttir will assist Fisher in his interface with the high-tech components of his missions.



Terrorists

KOMBAYN NIKOLADZE

PROFILE: Using his political, technological, and financial influence, Nikoladze has become the newly elected President of Georgia. His ambition is matched only by his industriousness.



VYACHESLAV GRINKO

PROFILE: Ex-Spetsnaz (Russian Special Forces), Grinko is now Nikoladze's "lieutenant" of the Russian Mafia.



HAMLET

PROFILE: Grinko's personal driver.



GEORGIAN COLONELS

PROFILE: The leadership for Nikoladze's worldwide military/mercenary forces. Several colonels can be found in each cell of the Georgian mercenary army. They also have security clearance to certain areas that normal soldiers don't have.



PHILIP MASSE

PROFILE: Hired for his vast computer knowledge, Philip Masse is the man directly responsible for the Georgian information crisis.



CHINESE OFFICERS

PROFILE: The leadership behind the People's Liberation Army of China. These officers sometimes hold key information that Fisher can use to accomplish his missions. Elimination might not be the best option when first encountering them.



Main Menu

Note: Splinter Cell is available in English or French. The language selection is done automatically according to your Xbox settings. If you want to change the language, go to the language screen of your Xbox Dashboard settings section and select English or French.



START GAME

Begin a new game or resume a previous game. This Xbox title allows different players to save their game with 3 saves per player.

SETTINGS

On the settings menu, you can adjust sound options and video settings such as brightness, contrast, and HUD position for optimum performance on your TV.

EXTRA FEATURES

The Extra Features area is loaded with bonus content, such as in-depth "behind-the-scenes" videos, trailers, and other surprises.

CREDITS

Use this option to view the list of people who participated in this game's creation.

DOWNLOAD ONLINE

Use this option to download new levels through Xbox Live. Please see page 2 on how to set up your Xbox to connect to Xbox Live. You need to be an Xbox Live subscriber to be able to see or download new content. The "DOWNLOAD ONLINE" will appear in color when new downloads are available. If you want to download new content, simply select "DOWNLOAD ONLINE" and press the **A** Button when the section is enabled. Once on the Splinter Cell page on Xbox Live, select the file you want to download and press the **A** button. The file will download onto your Xbox hard-drive and will automatically be recognized by the game. You will be able to access the new map in the level section. Every time a new download is available, the "DOWNLOAD ONLINE" section will appear again in color.

Profile Settings Menu (loading and saving)



Create New Profile

Allows you to create your player profile. After you've created a profile, select the first level in the Load Game menu to start your new game.

Name: Choose your player name.

Controller: Change your controller configuration.

Difficulty: Select a difficulty level.

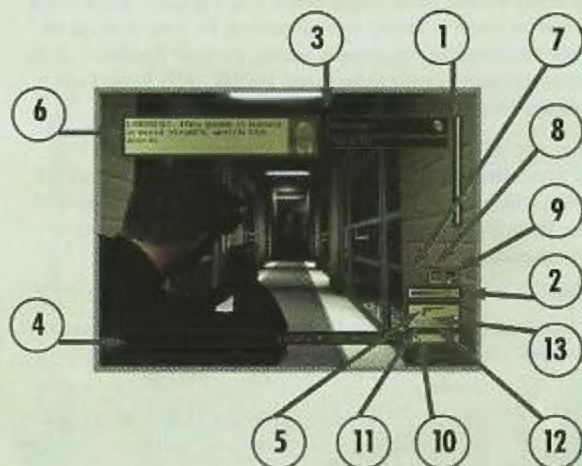
Save: Save your new player profile.

Load Profile Content

First load an existing Player Profile, then select a Level available or a saved Checkpoint.



Game Screen



1 Life Bar — This represents the status of Sam's health/life.

2 Stealth Meter — The meter moves left and right to represent the amount of light in Sam's area.

3 Interaction System — This system appears when you can interact with an object or person in the environment. Press and hold to open the interaction system, and scroll with the \downarrow or \uparrow arrows on the D-pad to select an interaction. Release to activate your selection.

4 Objective — Displays the next goal to reach in your mission.

5 Selected weapon, gadget, or Item — Displays the current selection.

6 Communication Box — Appears at the top of the screen when you receive a communication.

7 A new goal to read in your OPSAT — Press START button to read it

8 A new note to read in your OPSAT — Press START button to read it

9 A new recon to read in your OPSAT — Press START button to read it

10 Rate of Fire

11 Total Ammo

12 Ammo in one clip

13 Clips

Sam's Movements

Analog Movement

Many of Sam's moves are analog in nature. Simply put, this means that if you push hard on a stick or button, Sam will perform the move more quickly or forcefully. When walking, for example, moving the Right Thumbstick all the way forward will make Sam run at top speed. Pushing gently forward will move him more slowly.

Since moving slowly allows greater stealth than moving quickly, it is important to remember to exercise control. An enemy who hears you behind him can almost always spin around and shoot faster than you can cross an open area. While it may seem unnerving to move slowly through a well-lit space with an enemy nearby...it's often lethal to try to dash across.

Basic Moves

Sam has a wide range of moves. Knowing how to get around...and how to do it undetected...is critical.

Crouching



Press the **B** button to crouch. Movement is slower, but quieter, and Sam is less visible while crouched.

Mantling



Press the **Y** button and push forward into low objects like crates or tables and Sam will crawl, or "mantle" onto them.

Climbing



To climb a pipe, ladder, vertical cable, or fence, simply walk into it. Press the **Y** button to jump off.

Close Attack



With your weapon holstered, press the Right trigger when very close to an enemy to hit him with your elbow, pistol, or rifle butt.

Back to Wall



Press the White button when standing or crouched to put Sam's back to the wall. Sam is less visible with his back to a wall.

Shimmying



Jump by pressing the **Y** button to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up if there is room. Pull down or jump again to let go of a ledge.

Hand-over-Hand



Jump by pressing the **Y** button to grab hold of a horizontal pipe. Bring Sam's legs up to clear obstacles by pressing the **B** button.

Zip Line



Jump by pressing the **Y** button to grab hold of a sloped wire or zip line. Sam will slide down automatically. Crouch by pressing the **B** button to raise Sam's legs. Jump by pressing the **Y** button again to let go.

Advanced Moves

Advanced moves are just as crucial as basic moves. Mastering these will allow Sam to move through his environment with much greater safety and precision. Many of these advanced moves are combinations that allow Sam to attack. For information on equipping and using weapons refer to page 16.

Rolling



Press and hold the **B** button while moving to do a roll.

Wall Jump



When standing near a wall, jump by pressing the **Y** button, then press the **Y** button again when near to the top of a jump to kick off a nearby wall and gain extra height.



Split Jump

While at the top of a Wall Jump, if Sam is in a corridor that is about as wide as he is tall, pressing the **Y** button a third time will allow him to enter the Split Jump position.



Drop Attack

If you can get above an enemy and drop directly down on him, you will knock him out. Press the **Y** button to drop attack.



Quiet Landing

When falling, quickly press the **B** button to do a quiet landing.



Door Peek

To peek through a door before entering, select the Open Door interaction, then hold back on the Left Thumbstick before releasing the **A** button. Push forward on the Right Thumbstick to go through the door or pull back to close it again.



Rappelling

To Rappel from a small chimney, stand near it and select the Rappel interaction. Sam can move up and down the rope. Press the **Y** button to kick off the wall.



Rappel Shooting

Sam can equip and fire his weapon while rappelling. Press the **X** button to equip the selected weapon.



Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press the **X** button to equip the selected weapon.



Split Jump Shooting

Sam can equip and fire his weapon while in the Split Jump position. Press the **X** button to equip the selected weapon.



Back to Wall Shooting

When Sam approaches a corner with his back to the wall, he will automatically peek around the corner. Press the **X** button while peeking to equip the selected weapon and he can shoot around the corner.

Non-Player Character-Linked Moves

Sam has several special moves that can only be performed on NPCs (Non-Player Characters). Being able to get close to an enemy without being detected is necessary to execute these moves.



Move Body

Sam will need to hide dead or unconscious bodies in order to prevent them from being discovered. Select the Pick Up Body interaction to carry a body. Press **X** button to put him down quietly, or simply equip a weapon to drop the body in a hurry.



Conversations

Some friendly NPCs will talk to you. Simply walk up to them and select the Talk To interaction by pressing the **A** button.



Grabbing

Grab an enemy by sneaking up close to him undetected and selecting the Grab Character interaction. Press the **A** button.



Human Shield

While holding an enemy, you can equip your sidearm and fire at other enemies while using the enemy you are holding as a human shield. Press the **X** button.



Interrogation

Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk. Press the **A** button.

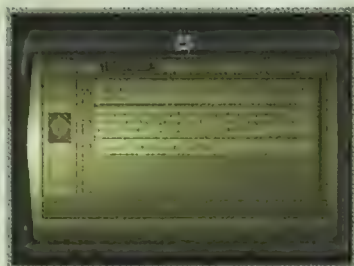


Forced Cooperation

Some objects in the world can't be used by Sam, but there may be NPCs who can use the objects for him. To force an NPC to cooperate, grab him, drag him to the object you want him to use, and select the Force Cooperate interaction. Press the **A** button.

Palm OPSAT: Operational Satellite Uplink

The Palm™ OPSAT is a compact, wrist-mounted version of a standard civilian PDA designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon headquarters. The OPSAT also displays realtime images from Sticky Cameras.



Press the **START** button to access your OPSAT.

Inventory



The inventory section provides information about items and equipment you are carrying.

Mission information



GOALS

This section gives the specific details of your mission objectives.

NOTES

This section provides additional hints and clues that may have been gathered during the mission.

DATA

Recon data provides intelligence about enemies, locations, or other key elements pertinent to the operation. Pay special attention to the data sticks, as they contain key information.

Agent information

This section details Sam's history and abilities.

Quick Menu



This section allows you to customize or configure game settings. A video demo and controls explanation of the weapons and gadgets is also accessible and updated at the beginning of every mission.

Quick Inventory, Weapons & Gadgets



*Hold the Black button to access the quick inventory. Use **←** and **→** to select a category then **↑** and **↓** to highlight your choice. Release the Black button to equip the selected item. Pressing the Black button will quickly switch Sam to his previously selected item.*

SC-20K M.A.W.S. (Modular Assault Weapon System)

The bullpup configuration of this assault rifle makes it light and compact without sacrificing firepower (5.56x45mm ss109). Its modular configuration allows it to be customized to fit any mission profile. Equipped with a flash/sound suppresser and combined with a multipurpose launcher, the SC-20K becomes the obvious choke of weaponry for Sam when infiltrating enemy territory.



Note: Because of the more overt nature of the SC-20K, it will only be acquired after a few missions – when the situation requires it...

Sniper Mode: Sniper mode is only available with the SC-20K:

- Equip SC-20K.
- Press the **Y** button to enter Sniper Mode.
- Press the Left trigger to hold Sam's breath and steady his aim (for a limited time).
- Press the Right trigger to fire.

Manual Reload

Pressing the White button with the SC-20K or pistol selected will reload the weapon. Sam will automatically reload when out of ammunition.

SC-20K's Multipurpose Launcher:

Pull the Left trigger to fire with the Launcher. The Launcher cannot be fired in Sniper Mode.

Ring Airfoil Projectile

A high-impact, zero penetration projectile designed to incapacitate rather than kill.

Note: The Ring Airfoil is much more effective if it hits the head.



Sticky Camera

A miniature camera with full pan and zoom functionality, plus night and thermal vision modes. The Sticky Camera feeds its image directly to Sam's OPSAT. Ideal for advance scouting and intelligence gathering. Sticky Cams are reusable.



Sticky Shocker

A high-voltage discharge device coated in adhesive resin. The Sticky Shocker will adhere to an enemy and give him an incapacitating shock.

Hint: Fired into pools of water, the Sticky Shocker can neutralize multiple opponents.



Gas Grenade

Standard CS (O-chlorobenzalmalononitrile) gas canister grenade can incapacitate groups of enemies. Exposure to CS gas causes violent respiratory seizure. Prolonged exposure causes unconsciousness.



Distraction Camera

An adaptation of the Sticky Camera. The Distraction Camera has had its pan and zoom motors as well as its vision enhancement apparatus replaced with a noisemaker and a CO₂ gas canister. The device can be triggered to attract enemies with sound and then dispense a cloud of incapacitating gas when they are nearby.



Gadgets

To use a gadget: Select the gadget of your choice in the quick inventory and pull the Right trigger to use it.

SC Pistol Pistol

The SC Pistol tactical model with single-action trigger and a 20-round magazine comes equipped with a silencer/flash suppressor. Its 5.72x28mm rounds offer good penetration against modern body armor, while keeping the weapon's weight, dimensions, and recoil at reasonable levels.



Lock Pick

Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. Slowly rotate the Left Thumbstick around the outer edge of its range until you see and hear the first pin begin to move.

This means the Left Thumbstick is in the correct quadrant. Keeping the Left Thumbstick in the correct quadrant, wiggle the Thumbstick very gently to release one of the pins in the lock. Repeat until all pins are released.



Laser Microphone: T.A.K. (Tactical Audio Kit).

A laser-operated microphone integrated in the SC Pistol that enables the user to read the vibration off certain surfaces (mainly glass windows). Used to listen in on conversations.



Camera Jammer

The Camera Jammer emits microwave pulses that disrupt the characteristic signals used in the microcircuitry of surveillance cameras. The Camera Jammer operates off of a capacitor that must be allowed to recharge from its battery after a short time.



Optic Cable

This flexible cable/camera can easily be slipped under doors to view the other side. Complete with Night Vision enhancement.

Disposable Pick

Unconventional lock picks, these microexplosive-shaped charges deliver a quick impact to any standard lock cylinder that will shatter the pins and unlock the door.



Goggles:

Night Vision Headset

Night Vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum.



Thermal Vision Headset

Similar to Night Vision, Thermal vision is an essential tool in low light situations. This technology differs from Night Vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light.

Note: Thermal Vision is not available in the few first missions.

Items

Some objects, like grenades, flares, or other miscellaneous objects in the world, can be thrown. To throw an object, equip it and press **X** button. A series of reticles on screen will show your aiming trajectory. Use the Right Thumbstick to aim and the Left trigger to flatten or arch the trajectory. Pull the Right trigger to throw the object or the **X** button again to abort the throw.

Wall Mine

The Wall Mine is a motion-sensitive explosive device that can be attached to almost any surface. To deactivate and pick up a wall mine, wait for the green light.



Chemical Flare

Chemical Flares are lightweight plastic sticks filled with a binary chemical agent. When the inner containers are cracked, the chemical agents mix, causing the stick to glow. Useful for attracting and distracting enemies.



Emergency Flare

Similar to the Chemical Flare, these standard road flares also emit a great deal of heat, making them useful for distracting heat sensors such as those found on automated turrets.



Frag Grenade

The 14-oz M67 fragmentation grenade consists of a 2.5" steel sphere surrounding 6.5 ounces of high explosive. Upon detonation, the steel sphere shatters, emitting a burst of high-velocity shrapnel.



Medical Kit

Standard field first-aid kit.



Bullet Box

Find it to retrieve some ammo.



In-Game Elements

Enemy static defenses present a wide range of potential obstacles to overcome - from simple keypads that control doors, to automated turrets that detect heat and movement and fire on intruders.

Alarm Panel

Standard alarm switches that can be triggered by enemies to alert nearby comrades. Because of the extremely covert nature of Sam's operations, indiscretion with alarms can lead to *Third Echelon* aborting a mission.



Automated Turret

Heat and motion sensing turrets with an Independent Friendly Fire (IFF) recognition system. Turrets can be hacked from their attached control computer. Either deactivate a turret entirely, or disable its IFF system. With IFF disabled, it will still attack Sam, but it will also attack enemies. Use the D-pad to navigate in the attached control computer

Surveillance Camera

Standard, off-the-shelf surveillance cameras that detect movement and have the ability to directly trigger alarms. This type of camera is fragile and can be destroyed.



Armored Camera

Except for the bulletproof casing, these cameras are identical to the standard surveillance camera.



Key Pad Lock

Standard push-button security pads linked to electromagnetic locking systems in a door. Only the correct code will allow a key pad locked door to be opened. Multiple failed attempts to enter a code will sound an alarm. Select the numbers with the Left Thumbstick.

IMPORTANT: Once you find a key pad code, it will automatically appear in your inventory in the Notes section.

Retinal Scanner

A locking device that reads the unique imprint of a person's retina before unlocking a door. No one without access can open a retinal scanner-locked door, but those with the correct retinas can sometimes be "convinced" to open them for you. An incorrect retinal scan automatically triggers an alarm.



Hints and Tips

- You can change your SC-20K rate of fire by pressing the Left Thumbstick.
- When in sniper mode, use the Left Trigger to hold your breath for a more precise shot.
- Head shots are a direct kill.
- Cameras detect you more quickly the faster you are moving.
- A rolling maneuver allows Sam to go through flames without damage.
- Shooting around corners with your back to the wall makes you harder to hit.
- Drop attacks are effective and silent.
- Frequently check your different vision modes; you might see something you couldn't see before.
- Barrels containing explosive or flammable liquids can be very useful....
- Think twice. Act once. Even a lane guard can be a serious threat once alerted to your presence.
- Rolling is an effective way to reduce your profile when moving from cover to cover.
- Saving equipment is pointless as you are reequipped between missions. Use what you have.
- Engaging multiple enemies is extremely dangerous. Tilt the odds in your favor with traps, explosives, and other gadgets.
- Enemies can notice lights or cameras that have been broken and can see objects thrown through the air.
- Dogs can smell you. Shadows won't help against them. Use obstacles or water to delay or lose them.
- Thermal vision can allow you to see through some thin or lightweight materials.
- Knocking out an enemy is always quieter than killing him...and nearby enemies will hear the dying gasps of comrades.
- If an enemy finds an unconscious comrade, he will revive him. So hide those bodies!
- Enemies might hesitate if you are holding one of their friends as a human shield and are not pointing your weapon at them.
- Not all NPCs can be forced to cooperate. Only Colonels can open retinal scanners and only Technicians can operate computers.
- You can break lights to create your own shadow paths to hide and move in.
- Frequently check Updates to Goals, Notes, and Data by pressing the START button on your OPSAT. Read those Data Sticks for clues and other useful info.

Credits

CREATIVE TEAM

Senior Producers

Mathieu Farland
Reid Schneider

Associate Producer

Roxane Gosselin

Art Director

Hugo Dallaire

Lead Programmer

Antoine Doders

Lead 3D Artist/Lead Level Design

François C. Pelland

Animation Art & Technical

Director/Lead Animator
Steve Dupont

Lead Character Artist/ Character Concept Artist

Martin Goya

Scriptwriter

JT Potty

Lead Game Designer

Nathan Wolff

Sound Game Designer

Fabien Noel

Technical Directors 3D Art

Marc Bouthard

Production Assistant

Anne-Marie Gabriele

Original Creation with

Participation as Associate Producer

& Creative Director

François Coulon

Animators (In Game)

Jonathan Abenaim,
James Humphreys, Bourhaki Joseph,
Frédéric Poirier, Benoît Soumireu

3D Artist

Marek Bogdan, John Bigorgne,
The Chinh Ngo, Aline Desrosiers,
Mathieu Fecteau, Sébastien Hébert,
Thierry Laberge

With the 3D Artists

collaboration of
Sébastien Beaulieu, Christian Bédard,
Carol Bertrand, Carl Lavoie

Texture Artist

Yves Allaire

SFX Artist

Dany Bergeron

Interface Designer

Veronique Guilbault

Character Artist

David Blazetich
David Girard

With the Character Artist

Collaboration of
Karina Fortin, Eric Boles, Kenjo Aoki

Game Designer with Participation

as Scriptwriter

Clint Hocking

Level Designer

Nail Alphonso, Mathieu Berube,
Ed Byrne, Clint Hocking,
Hugo Landreville Potvin,
Sébastien Golaureau

With the Level Designer

Collaboration of
Chris Smith

Programmers

Frédéric Blois, David Chabot,
Mathieu Laforte, Alain Turcotte,
Yannick Lefebvre

With the Programmers

Collaboration of
Hugo Allaire, David Kalina,
Yannick Mince, Chris Gripos

Intern Programmers

François Chelling
Matthew Clarke

Sound Integrator

Jean-Robert Michel, Sylvain Côté,
Jonathan Gosselin

2D Artist

Patrick Sirois

Storyboarder

Wayne Murray

Planning Coordinator

François Ringuette

Marketing Research Coordinator

Stéphane Cardin

CINEMATICS

Lead Modeler (Cinematics)

François De Billy

Modelers (Cinematics)

Daniel Boudreau, Steve Fraser,
Thierry Laberge, Martin Sabran,
Simon Tremblay, Michael Yeomans

Animators (Cinematics)

Stephen Greenberg
Patrick Pelletier

With the Animators (Cinematics)

Collaboration of
François Royer
Jean-Thierry Ray

QUALITY ASSURANCE

Lead Tester

David Deschênes

Testers

Ahmad Jomous, Alain Chénier,
Allan Tremblay, Bruno St-Laurent,
Daniel Sarrazin, Eric Lapierre,
Felix Hardy, François Oudot,
Frédéric Ouellet, Jean-François
Dessurault, Jo-Ashley Robert,
Luc Plante, Marc-André Proulx,
Martin Assong, Martin Tovarier,
Mathieu Fortin, Mathieu Lachance,
Miguel Canepa, Pascal Enard,
Patrick Charland, Patrick Dufort,
Philippe Dion, Pierre-Yves Savard,
Stéphane Charbonneau, Yan Gagnon,
Yan Provancher, Yannick Frémont

Packaging Design

Seiniger and Martin Goya

The complete credits list is available
in the credits section in the
game.

Special Mention

Welcome to Solome, Raphaëlle, and
Médéric — born during the project.
"The Name of the Game" by Ken
Jordan, Scott Kirkland and
Tom Morello

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SINCE THE GAME'S RELEASE.

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- COMPLETE PRODUCT TITLE

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TAINS THE MOST UP-TO-DATE TECHNICAL SUPPORT INFORMATION. WE UPDATE THE SUPPORT PAGES ON A DAILY
BASIS, SO PLEASE CHECK HERE FIRST FOR SOLUTIONS TO YOUR PROBLEMS: [HTTP://SUPPORT.UBI.COM/](http://support.ubi.com/).

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[HTTP://SUPPORT.UBI.COM/](http://support.ubi.com/)

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